NOVEMBER/DECEMBER 2024

CSCA55/CSCS55/FSCA55/FSCS55 — SOFTWARE ENGINEERING (SBS III)

Time : Three hours Maximum : 75 marks

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SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define Software Engineering.
2. State two software engineering practices.
3. What are primary objectives of Requirement Model?
4. Write three different characteristics of a Data Attributes.
5. What do you mean by Architectural Mapping?
6. Define- Data Abstraction.
7. State the guidelines lead to a Software Testing Strategy.
8. What are the benefits of validation testing?
9. Define the term Software Project Management.
10. Write the goals of Software Quality Assurance.

SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Write notes on concurrent models.

Or

(b) Examine the principles that focus on Software Engineering.

12. (a) Write an account on Requirements Engineering.

Or

(b) Summarize about the elements of requirement model.

13. (a) Discuss on any five concepts in Software Design.

Or

(b) Illustrate the Architectural Style and Design.

14. (a) Briefly describe the importance of Unit Testing.

Or

(b) Write short notes on "Debugging Strategies".

15. (a) Briefly discuss the elements of Software Quality Assurance.

Or

(b) How to define a Task set for the Software Project? Explain.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. With a neat sketch, explain the Waterfall Model and incremental Process Models.

17. Discuss about the "Requirements Gathering".

18. Examine the Golden Rules used for a User Interface Design.

19. Explicate the significances of Black-Box Testing Methods.

20. Elaborate on the concepts involved in Project Management.

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